Tonight, the "Killer"
will attempt to kill many of us even if they're on their own.
Chapter 4
Punishment for Sleep

.....

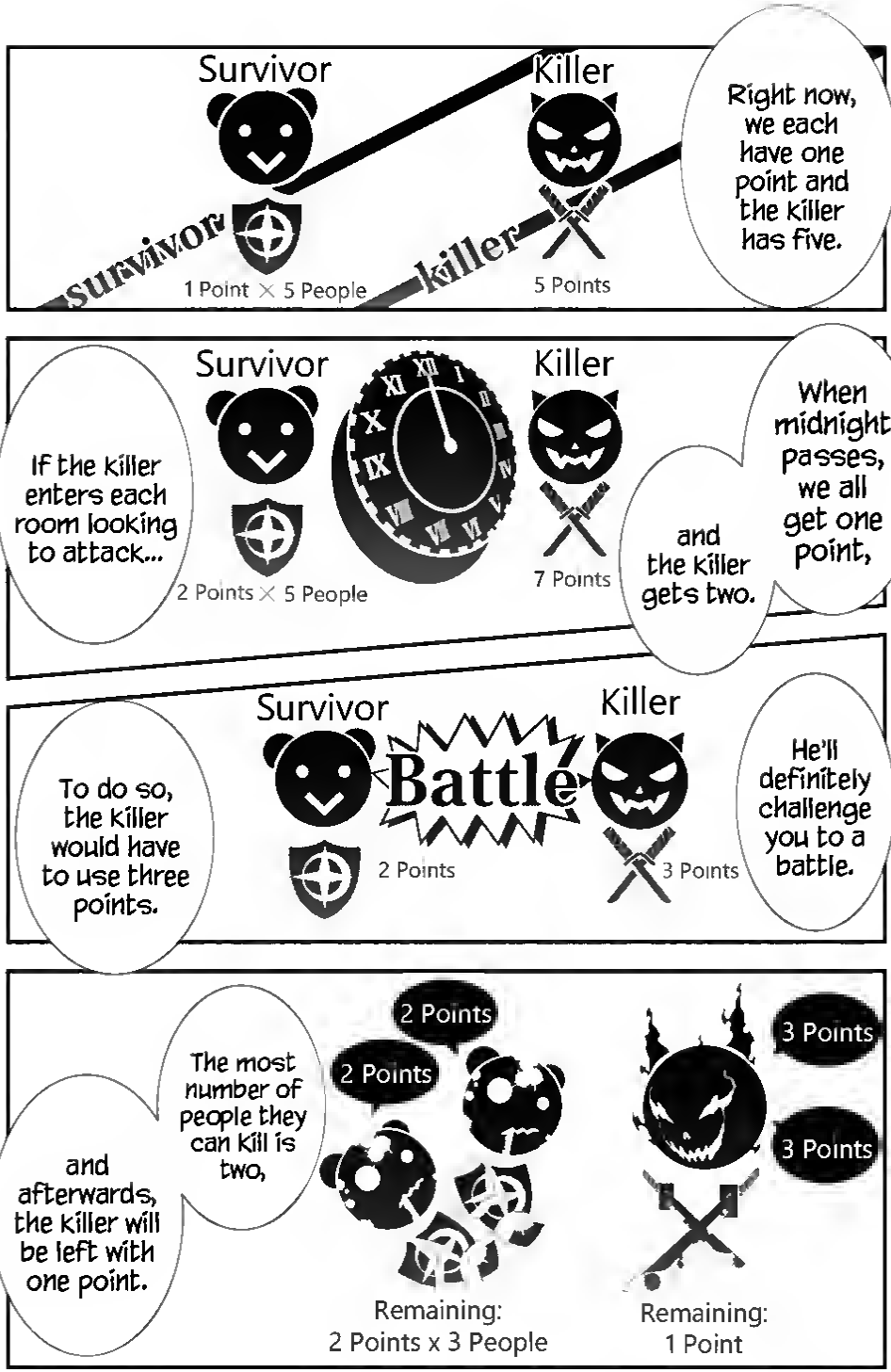
Complaining won't get you anywhere.
...You have to prepare yourself.
Why do I have to suffer like this!?
I want this to end already!

Hey, hey!
Why don't we just battle each other now?
Eh?
I see
Th-that's...! What a great idea!
One of the two people would deliberately choose zero points.
Once we find out who it is, we can all just tie up or murder the killer!
This is it! This is all we can do to save ourselves!
Survivor
1 Point
VS.
Killer
0 Points
The killer would be forced to spend one point!
We'll find out who the killer is!

Explanation The diagram is somewhat confusing Basically, one of the two battlers would willingly spend zero points This places them at risk of death and justifies that they're not the Killer Since the Killer wouldn't want to risk dying by spending zero points they'll never do that This way, they can weed out who the Killer is

Kagamiya, I have a question, but...
What'll happen if I killed the killer outside of battle?
Ara~ You're relying on me for help?
...Well I no longer wish to be killed without knowing why.
Fufu~ Well... We'll probably lose.
That is, since the guessing game with the "Killer" wouldn't be completed.
And afterwards, we would lose when the time limit is up since it's not longer possible to establish a battle with the Killer.
Methods of capture that stray too far from the point of the games are generally unacceptable in the first place.
Because of that, ideas like tying people up are unacceptable.
Generally speaking, I think it relies too much on luck.
Ugh...

If you're gonna kill me, please do it in my sleep!
Hey, Killer!
Then what should we do!? Just shut up and wait to be killed!?
That ain't gonna happen!
I'll do that too.
That sounds good.
Huhhh?
If you do that, you'll get my points, right? By all means!
There's no such thing as a game that is this easy to win, you know?
Don't be absurd. There's no need for you to die.


Survivor
Killer
survivor
killer
1 Point × 5 People
5 Points
Right now, we each have one point and the killer has five.
If the killer enters each room looking to attack...
Survivor
Killer
2 Points × 5 People
7 Points
and the killer gets two.
When midnight passes, we all get one point,
To do so, the killer would have to use three points.
Survivor
Battle
Killer
2 Points
3 Points
He'll definitely challenge you to a battle.
and afterwards, the killer will be left with one point.
The most number of people they can kill is two,
2 Points
2 Points
3 Points
3 Points
Remaining:
2 Points x 3 People
Remaining:
1 Point

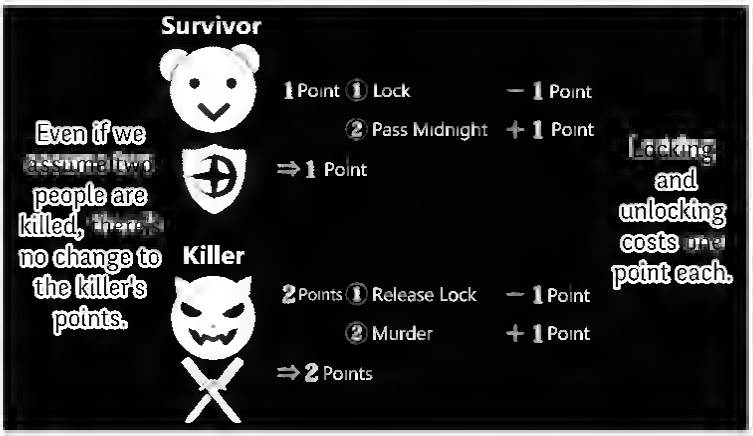
It's a decisive victory.
An easy win, hm?
Tsk...
If I were one of them, what would I do...
There's no way that'll happen! Absolutely no way...!
But wouldn't two people be killed!?
Ah?
And thus, the argument dances.
Well... If we didn't have them it would be too easy of a win I guess
I suppose the Dealer anticipated the existence of suicide candidates like these.

Kagamiya makes a wordplay on the famous saying,
"The congress dances, but does not progress.", implying an impasse

We should get the two who don't want to live to confine themselves within their rooms.
This is problematic, hm?

Just keep in mind... to lock the door.
Go to your room and do whatever you want?

...What're you trying to say?


Survivor
1 Point ① Lock − 1 Point
② Pass Midnight + 1 Point
⇒ 1 Point
Even if we assume two people are killed, there's no change to the killer's points.
Killer
2 Points ① Release Lock − 1 Point
② Murder + 1 Point
⇒ 2 Points
Locking and unlocking costs one point each.

"Lock", huh ?

I'm preventing the killer's points from increasing right before our very eyes.
Wouldn't this be a compromise? There's no loss to the two of you who plan on dying in the first place...
Then let's have him start beating you up now.
Well? I believe it's a good proposal for all of us...
But, if we do something like that and the killer gets angry...
...
Ara~ You're right.

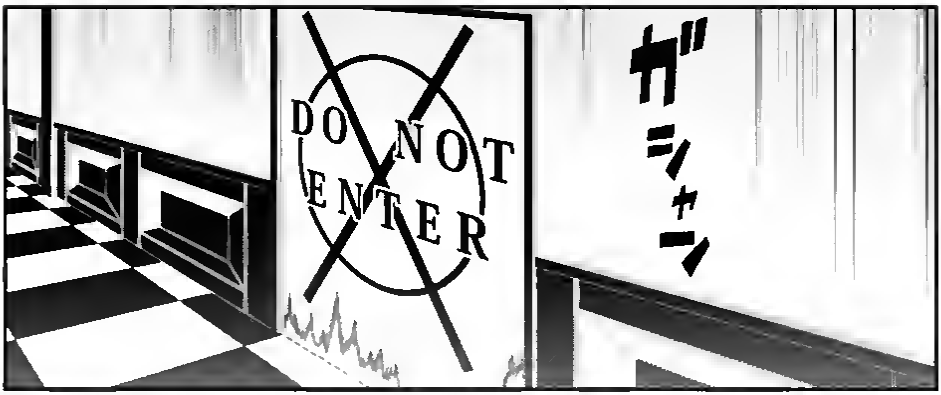
Wha-
If you're content with that, do keep that attitude up!
Huh?
Beat him until he's at the verge of death!
PUNCH
And, he wants to win this game.
Knowing that, it would also be natural for him to violently make you follow that plan, you know?
If you look at his appearance, you can tell that he's the most physically endowed among us.
PUNCH
We'll lose, you know!?
But...
It ain't a bad move.
The Dealer would never forgive such a thing!
Pl-please don't joke around!
Is she a fool...? Spouting random crap...

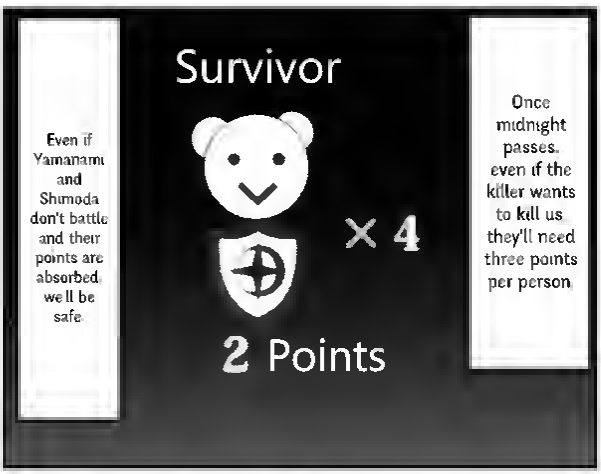
Eek ...!?
Wh-wha...!?
Are you two retarded ...?
If you two hand your points over to the killer, we'll lose anyway.
If that's the case, I think betting on the Dealer's considerations is a better idea.

Ok-
okay!
Okay!!
Or do you want me to kill you, right here, right now?
7

ウィーン

You'll be the first to die tomorrow morning if you don't lock the door.
I said okay!


DO NOT ENTER
ガシャン


Survivor
× 4
2 Points
Even if Yamanami and Shimoda don't battle and their points are absorbed, we'll be safe.
Once midnight passes, even if the killer wants to kill us, they'll need three points per person.

Alright.
Now, Yamanami and Shimoda's rooms are locked.

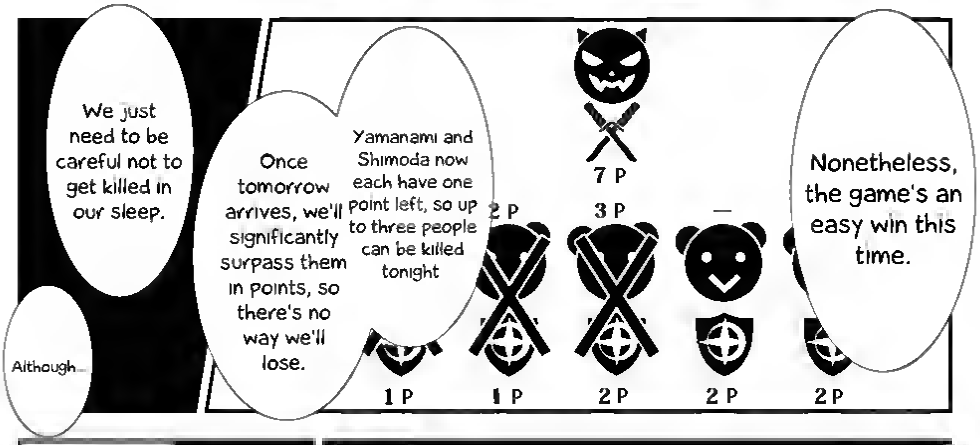
Okay.
Eh...

No matter what, don't sleep.
As long as we commence battle properly, we'll win.
It's almost time, hm?
Let's return to our rooms.

I can't pull an all-nighter at all-llllll!!
Eeee hhhh!! That's impos-sible!
No matter what!
...No matter what?
If we lose because of you, how would you make up for it?
Geez, you... Your life depends on it...
Who knows.
She could be talking suspiciously for all I know.
...That child doesn't seem like the killer, does she?
ピョコ
ピョコ
Alright, fine~

ガチャ
I wonder what time I slept last night...
Come to think of it, I'm not sleepy at all..
...Midnight, huh?
I can't leave the room for another six hours.
...Heh-
I died, didn't I?
Yeah, that's right.

I won't allow a second time. I must win against the killer.
I've lost to both the Dealer and Kagamiya.
I won't have such disgrace.


We just need to be careful not to get killed in our sleep.
Although...
Once tomorrow arrives, we'll significantly surpass them in points, so there's no way we'll lose.
Yamanami and Shimoda now each have one point left, so up to three people can be killed tonight
Nonetheless, the game's an easy win this time.
7 P
3 P
2 P
—
1 P
1 P
2 P
2 P
2 P

...I welcome you.

I'm sure there's going to be some trap...
I'm being pulled into the idea of this being too easy to win.

I'm forced to stay home everyday to care for my mother, who has been sick for over 15 years.
If you love my releases, please consider donating at KireiCake.com to support our livelihood.
All proceeds go towards offsetting her medical fees. Thank you very much for reading!

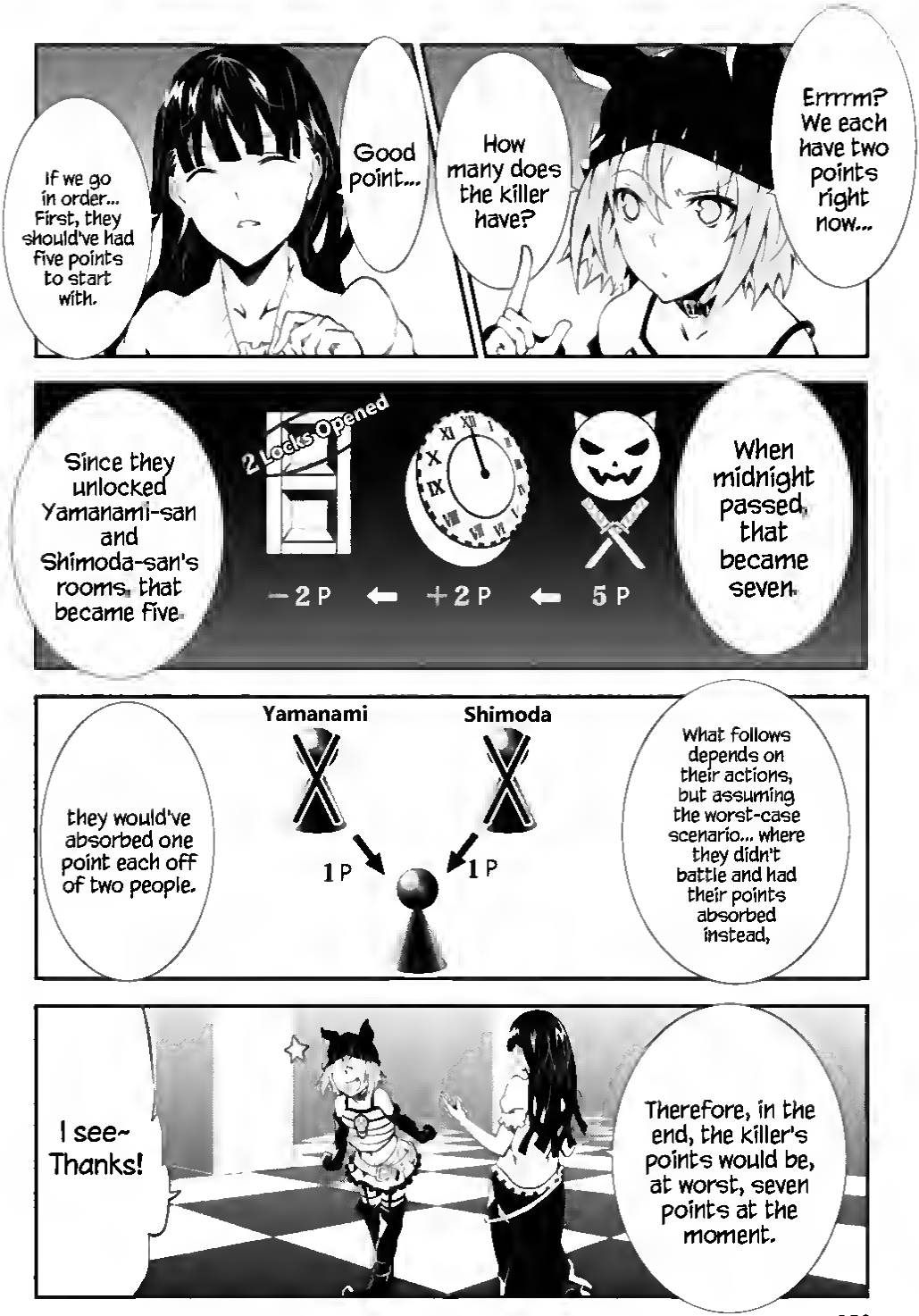
Fuwah~
Lucky!!
What a relief, huh? You weren't killed.
Ah! You're right! I'm so lucky~
Mornin'~
...So you survived.
Hm?
What's wrong, guys? You're all grimacing together.
Is there something fascinating ~?
ぴょい

What's... this...?

Gyah!! I felt it!!
Yeah.
Dowah~! Those are limbs, aren't they!!?
Eh? What? Are they real?
These limbs... The hands are of a woman's and the legs are of a man's.
So the two of them got killed then?
...Seems like it. I can understand the motive behind murdering them to reduce the head count.
It's just, the problem is...

"Why did the killer leave the limbs here?"
Taking them apart would've taken time,
and they know full well that if they were to leave the corpses untouched in their rooms, we wouldn't have known whether they were dead...
By leaving their limbs here like this, the possible "Killer" would be linked to the four of us.
I don't think there's any point to that, though...
That's right... There are still four survivors.
I know I'm not the killer, so...

One of these three is the "Killer".


If we go in order... First, they should've had five points to start with.
Good point...
How many does the killer have?
Errrrm? We each have two points right now...
Since they unlocked Yamanami-san and Shimoda-san's rooms, that became five.
2 Locks Opened
−2P
+2P
5P
When midnight passed, that became seven.
they would've absorbed one point each off of two people.
Yamanami
Shimoda
1P
1P
What follows depends on their actions, but assuming the worst-case scenario... where they didn't battle and had their points absorbed instead,
I see~ Thanks!
Therefore, in the end, the killer's points would be, at worst, seven points at the moment.

Next Day
And once tomorrow arrives, they'll need 12 but only have nine.
9P
We get more and more safe.
3P
3P
3P
If we assume the killer wants to kill all of us, they need nine points.
Hence, we're safe for now...
How come? In that case, the fourth and final person plus the killer would have the same points... Their identity would be revealed-
It's simple.
Ara~ I think the killer only needs eight points to win though!
Ah?
They could just kill the last person normally, right?

I would freeze you... and mm... Hakuchouge-san in battle first.
For example, if I was the killer... and I had eight points...
If they have eight points, they could kill everyone, even now.
With a weapon, I can just kill her upfront.
We'd be stuck in a draw for having the same points, but...
And then only Senpuku-san would be left.
I'd pick a good moment to kill her normally.
since I can choose to surpass her in points the next day.
There's plenty of time
and then hole myself up in my room.
Alternatively, if I'm afraid of being opposed, I could quickly kill the two paralyzed people...

Uhee~ I've been killed!
That's right. It's my victory.
Of course, there's also the risk that the killer may get killed instead, resulting in no winner though.
.....
But if the killer had an extra point, it would've been perilous!
Okay.
Well then, why don't we prepare for the night and sleep in shifts?

Zzz
It's almost time.
Fumyu...
Nooo, pervert...
Senpuku, wake up.
イラッ

Fugah!?
バシャッ
Be fully aware-
Don't you realize it yet? Your life depends on it.
Ah~ Okay...
Bwah- Huh, what!?
It's time. Wake up.
Gyah~
バシャ
Stop sleeping!

Zzzz
.....
ペコリ
Well then, I pray we can meet again
at six in the morning.
Yeah, see you tomorrow.
Is that kid even worried?
Well ...
She's sleeping again... She's kind of weird.
Despite the fact that she needs to be in her room by midnight.
It's as if she isn't even the slightest bit worried about getting killed.

Well then, good night.
Well, I'll leave that girl to you.
If anything happens, shout.
Ah?
Is it okay to just leave us here and go?
If I were the killer, I could successfully kill Senpuku, easily.
Why isn't she suspicious?
Hey, wake up.
Your room's on the second floor. Let's go.
Mm, ah?
Mm, ahh... No can dooo...
I'm gonna sleep in Sakai-kun's room...
As if that'll happen!
Hey, get a
grip...

ドサ
Oww !?
ﾊﾟ
What, what the!? Chillll out~!
Eh? Where is everyone?
ドキ
Eh- Could it be just the two of us...?

Is it because you're the killer?
Ah...!! No, no!
Why do you always sleep that much?
Senpuku.
Hm?
You see, I...
have a sleep disorder.
Mm~ Well if Sakai-kun was the killer, I'd already be dead, so I guess it's okay.
Geez~ I would've preferred to keep it a secret...
... Um ...
Sakai-kun.
Truth is, I was practically sleeping the entire time in my room yesterday ...
And nights are definitely a must-have for me.
I can't function properly unless I sleep for 12 hours a day, so...

What are you laughing about?
Heh-
Ha... ha...
No no, I'm laughing my ass off!
Well you see... She really thought it through...
That was a great play, doing all this...!

How "our killer has seven points but will have nine tomorrow."
Our discussion earlier.
What are you talking about?
?
Eh?
That was a mistake on my end.
Yeah, and that's why you said "we'll definitely win if we don't sleep," right?
Tomorrow, the killer will have
11 points.

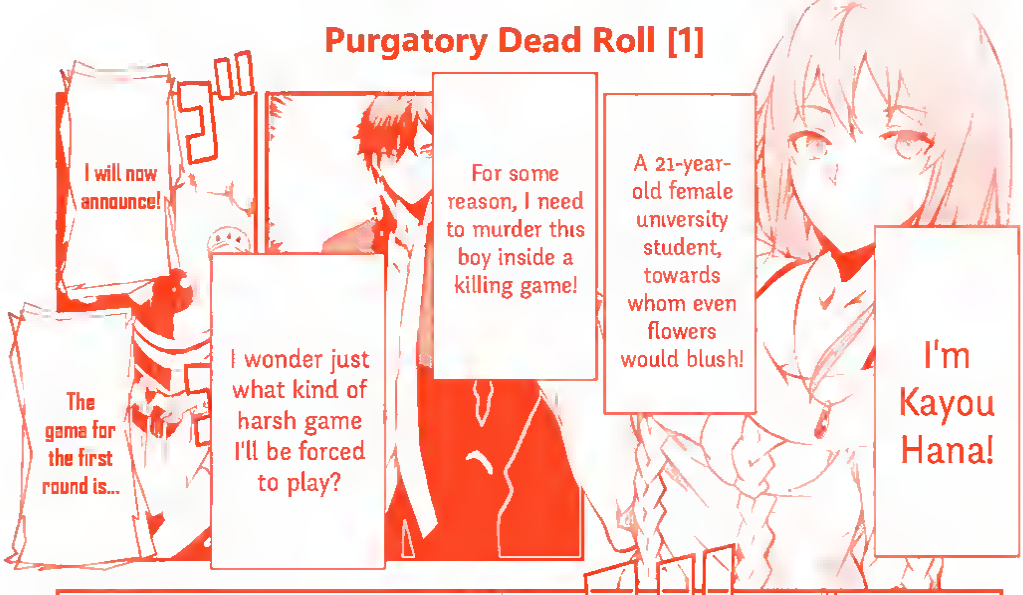
Enough to kill all of us.

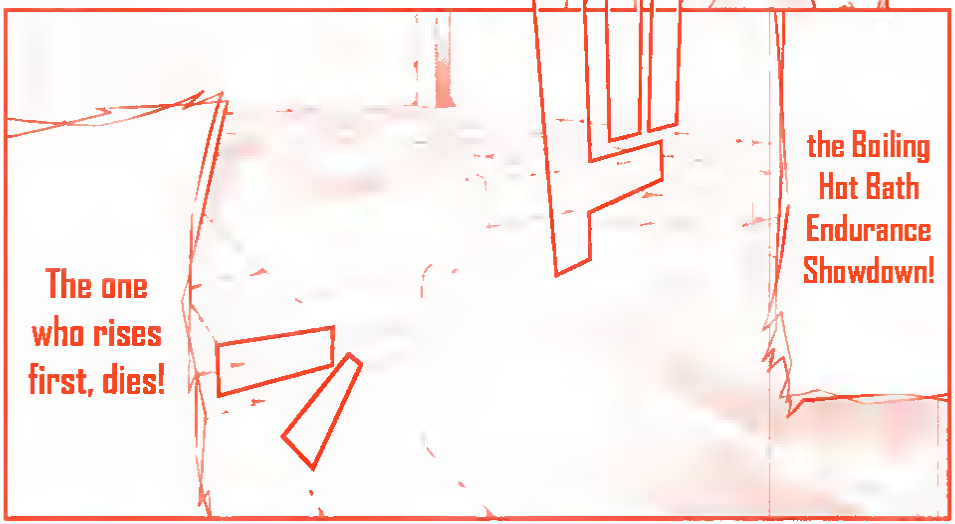
あとがき

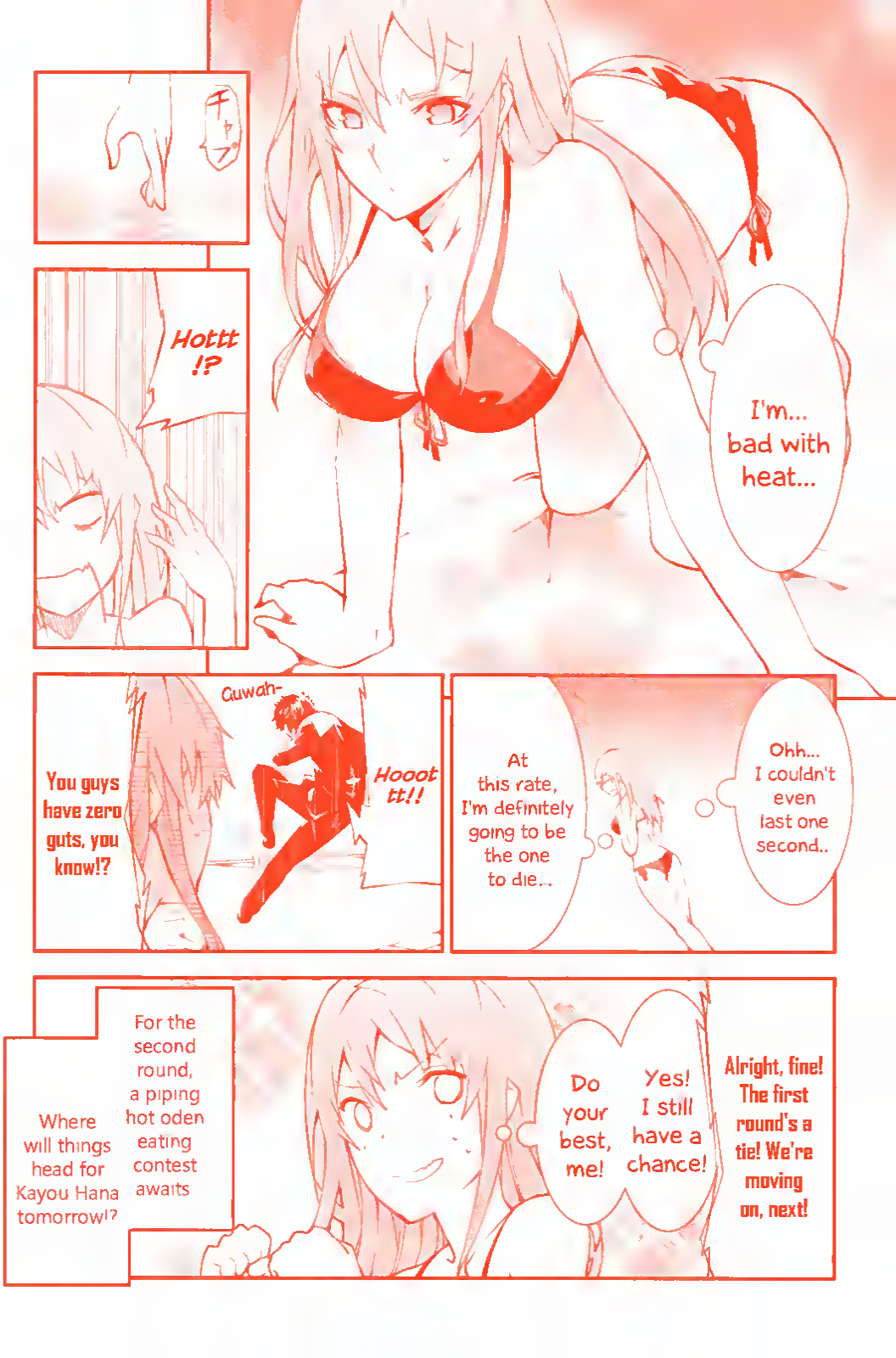
『煉獄デッドロール』1巻を
手に取っていただきありがとうございます。
突如放り込まれた謎空間には見知らぬ男女数人!
告げられるは殺人ゲーム開始宣言!
自分は絶対体験したくありませんが、
物語として見る分には
大変興奮してしまうシチュエーションです。
主人公、境裕明くんの
「煉獄」における活躍に
期待していただければと思います。
謝辞を。
可愛らしく、かつクールで洗練された
作画を毎回提供してくださる
作画の吉村英明先生はもちろん、
企画段階から粘り強くお付き合い
いただいた担当の張さん、
タイトルから設定から一緒に
考えてくれた弟の
武野光(作家やってます)、
ここには書き切れませんが
その他関係者の方々、
皆様のお力によって『煉獄デッドロール』を
こうして世に出すことが出来ました。
この場を借りてお礼申し上げます。
2巻は更にテンションを上げて
お送りしたいと思いますので、
どうぞよろしくお願いします!
河本ほむら

こんごともよろしくおねがいします。
吉村英明

Purgatory Dead Roll [1]


I will now announce!
The game for the first round is...
I wonder just what kind of harsh game I'll be forced to play?
For some reason, I need to murder this boy inside a killing game!
A 21-year-old female university student, towards whom even flowers would blush!
I'm Kayou Hana!




Hottt !?
I'm... bad with heat...
You guys have zero guts, you know!?
Cuwah-
Hoooottt!!
At this rate, I'm definitely going to be the one to die..
Ohh... I couldn't even last one second..
Where will things head for Kayou Hana tomorrow!?
For the second round, a piping hot oden eating contest awaits
Do your best, me!
Yes! I still have a chance!
Alright, fine! The first round's a tie! We're moving on, next!

［原作］

河本ほむら

生きることは罪なのか。
死ぬことが罰なのか。
「煉獄」で境裕明が体験する殺人ゲームの数々、
彼がどうやって乗り越えるのか、
それとも道半ばで死するのか。
お楽しみいただければと思います。

［作画］

吉村英明

がんばってかきました。

ドラゴンコミックスエイジ
煉獄デッドロール(1)

原作 河本ほむら
作画 吉村英明

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